COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Singer, Envoy	Singer

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	14	1

HEALTH MAXIMUM	CURRENT	DEFLECT
13		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	14	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	15	2

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	○○○○○
4	HEAVY WEAPONRY (STR)	●○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

2	CRAFTING (INT)	○○○○○
2	DEDUCTION (INT)	○○○○○
5*	DISCIPLINE (WIL)	●●●○○
2	INTIMIDATION (WIL)	○○○○○
2	LORE (INT)	○○○○○
2	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	○○○○○
4	LEADERSHIP (PRE)	●●○○○
3	PERCEPTION (AWA)	○○○○○
2	PERSUASION (PRE)	○○○○○
3	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	25 ft.	1d6	20 ft.

CONDITIONS & INJURIES

WEAPONS

Hammer - Melee, Two-Handed
+4 vs. Physical (1d10 + 4 impact damage)

EXPERTISES

[Cultural] Listener, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Utility] Song of Forms, Music*: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

TALENTS

CHANGE FORM (▶▶▶)
While outdoors during a highstorm, change into any form you've unlocked. While in a form, you temporarily gain its benefits. You can only be in one form at a time.
Active Form: Scholarform

ROUSING PRESENCE (▶)
Choose an ally you can influence. They become Determined until they benefit from that condition or until the scene ends.

Other Abilities (calculations already included):
Forms of Wisdom

Unlocked Forms
- **Mediationform** (bindspren): Your Presence increases by 1, and you don't have to spend focus to use the Aid reaction.
- **Scholarform** (logicspren): Your Intellect increases by 1, and choose one cultural or utility expertise you don't have and a non-surge cognitive skill (marked with *). You temporarily gain that expertise and a bonus rank in that skill.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Envoy (Diplomat)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	14	1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	14	2

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	15	2

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Leather armor (Deflect 1) - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Hammer

Artisan Kit
- Chest
- Common clothing
- Ink pen
- Bottle of ink
- Sheet of parchment ×5
- Candle ×5
- Empty glass bottle ×3
- Drum (musical instrument)
- Scale
- Tuning fork
- Surgical supplies (10 uses): *Spend to gain an advantage on a Medicine test.*
- Antiseptic (weak, 5 doses): *Apply during a short rest to restore 1d6 health.*
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 18

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Armor] Leather: You can benefit from this armor's expert traits (included).

NOTES

Every society has Envoys who tend to the spiritual needs of its people. The listeners rely on **keepers of songs** to remember their history, forms, and identity, which were obscured when their ancestors valiantly defied Odium and rejected the forms of power. Learning the listeners' songs and passing them on is a substantial undertaking most often entrusted from parent to child. Only the most diligent keepers can recite all the songs perfectly.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Heavy Weaponry and 1 rank in Lore (increasing the modifiers by 1)
- The Practical Demonstration talent

CONNECTIONS